

Candera General Changes

- Fixed several coverity issues.
 - Asynchronous asset loading did not consider the context for upload. This has been fixed (CGI1-27075 - 9866).
 - Invalidation dependencies contains camera information now (CGI1-26196 - 9786).
 - Parts of the transition framework have been rewritten for higher stabilization and better rule matching algorithms. Most of the changes affect reversing running transitions (CGI1-38227).
 - Added analyzer (monitor) file dump and memory dump possibility in Player (CGI1-25477).
 - Added possibility to get depth buffers from GLTextureFrameBuffer (CGI1-37989).
 - [Node::RemoveAllChildren](#) also removed parent. This has been fixed (CGI1-35916).
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